



# Lunch Money : Sticks & Stones

## These are the RULES



The *Sticks & Stones* expansion deck is designed to be mixed with the existing *Lunch Money* card game, making the combined deck sufficient for at least 6 people. It can also be mixed with the *Lunch Money* sequel, *Beer Money*. This expansion is not a game in and of itself. For rules and game play see the *Lunch Money* rules sheet.

The following list describes the functions of these new cards and how they interact with existing *Lunch Money* cards and mechanics.

### Card Types

There are 4 types of cards in this deck. Each type has its own coloration, to make it easy to recognize at a glance: **Basic Attack cards** (yellow), **Defense cards** (blue), **Weapon cards** (magenta) and **Specialty cards** (orange).

### Basic Attack Cards

- **Beat Down, Evil Eye, Snipe, Pins & Needles, & Plate Cleaner**

Each of these cards has a number. This is the number of counters the victim loses if he or she isn't able to DODGE, BLOCK, or otherwise defend against the attack.

### Weapon Cards

- **Chunk**

This card works as a Weapon card (see *LM* rules), but is a non-specific thrown weapon; the player must describe the weapon's form. Apples, snowballs, and bricks all make good weapons, for example. CHUNK may be DODGED, HUMILIATED, or otherwise defended against, but can't be BLOCKED. To disarm a player using CHUNK, that player must be GRABBED and then DISARMED; the CHUNK card is then discarded.

### Defense Cards

- **Backlash**

BACKLASH is played against attacks from a single card or combo. It causes the attacker to suffer the counter damage his or her attack(s) would have caused, without being able to defend. The player using the BACKLASH card evades the damage, and may describe how the attack is reversed. HUMILIATION or a second BACKLASH counters a BACKLASH, allowing the original card or combo to retain its full force as intended. This card does not work against CHOKE or HEADLOCK.

- **Faster**

This card is played along with a single DODGE or BLOCK card, giving the FASTER card's player an unlimited number of DODGES or BLOCKS (whichever card was played with it) for the duration of that turn. This is especially effective against combos and multiple-attack cards like TANTRUM and HIPPIE.

- **Hide**

HIDE is played as an action on the player's turn. The player then can't attack or be attacked until his or her next turn. Once HIDE is used, the player can immediately play any FIRST AID cards in his or her hand, then discard and draw. The player should describe where he or she is hiding. HUMILIATION counters HIDE.

### Specialty Cards

- **2-Fer**

This card deals 2 attacks worth 3 counters each. These attacks, which are described by the player, may be split between 2 opponents at the player's option. Each attack must be DODGED or BLOCKED separately.

- **Abandonment**

This card forces one opponent to discard his or her entire hand and draw 5 new cards. This card can't be played out of turn, and can't be DODGED, BLOCKED, or countered by HUMILIATION.

- **Cooties** (*Grab + Cooties*) or (*Block + Grab + Cooties*)

This card requires that its original player either play or be the target of a successful GRAB. The target of COOTIES loses 1 counter immediately, and 1 more counter at the beginning of each of his or her subsequent turns until unconscious or until he or she transmits COOTIES to another player. The only way to be rid of COOTIES is to GRAB or BLOCK an opponent, or to be GRABBED or BLOCKED by an opponent, which transmits COOTIES to that opponent and relieves the previous carrier of its subsequent effects.

- **Hippie**

The player of this card designates another player as the "Hippie." Every player not yet unconscious is allowed to play 1 Basic Attack card or Weapon card on the Hippie. The Hippie may play Defense cards to counter these attacks.

- **Imaginary Friend**

The IMAGINARY FRIEND card extends its player's turn by allowing one Basic Attack against an opponent after all normal attacks, defenses, and counter-attacks have been resolved, but before new cards are drawn. The opponent may defend, but may not play counter-attacks.

- **Nuts**

This attack may be DODGED, BLOCKED, or otherwise defended against. The NUTS card returns to its player's hand like a Weapon card (at the player's option) after being played or countered, but DISARM doesn't affect it.

- **Spank** (*Grab + Spank*) or (*Block + Grab + Spank*)

This card requires a successful GRAB. It deals an attack worth 2 counters.

- **Tantrum**

TANTRUM deals 5 attacks on a single opponent worth 1 counter each; the player may describe these attacks when the card is played. Each of the TANTRUM card's 5 attacks may be DODGED, BLOCKED, or otherwise defended against as normal.

- **Time Out**

This card forces one opponent out of the game for 2 rounds, beginning and ending on the turn of the player of this card. The affected player can't discard, draw, or play any cards, but also can't be attacked. This card may only be countered by FREEDOM played as an immediate response. TIME OUT can't be DODGED or BLOCKED.

- **Wedgy** (*Grab + Wedgy*) or (*Block + Grab + Wedgy*)

This card requires a successful GRAB. The victim of this heinous card, which deals 1 counter of damage, also has all his or her attacks reduced by 1 counter until WEDGY is "dislodged" with FREEDOM.

- **Weird**

The player of this card does something so weird that it increases his or her own attack by 2 counters. The player should describe what he or she is doing to cause the effect. When played in conjunction with a combo, the "weirdness" is applied to one attack of the combo. WEIRD works with Basic Attack and Specialty cards only.

### Card Interactions

Here are some clarifications and examples of "complicated" card interactions for this deck and the *Lunch Money* game itself.

### Basic Attack Cards

- **Beat Down, Elbow, Evil Eye, Hail Mary, Headbutt, Hook, Jab, Kick<sup>2</sup>, Kick<sup>4</sup>, Pins & Needles, Pimp Slap, Plate Cleaner, Snipe, Uppercut**

Basic Attack cards are countered by these cards: BLOCK, DODGE, HUMILIATION and BACKLASH.

### Weapon Cards

- **Chunk**

CHUNK is any thrown Weapon, but is countered differently than a normal Weapon card; it can be DISARMED when not in play.

Player Action	Outcome
•Bob CHUNK/Ann	Ann may defend
Bob describes CHUNK	
Ann DODGE/Bob	CHUNK countered
Draw 1 card	

Bob didn't have to draw because he didn't discard CHUNK.

•Carl GRAB/Bob	Bob may defend
Bob No defense	Carl is GRABBED
Carl DISARM/Bob	Bob discards CHUNK
Carl Draw 2 cards	
Bob Draw 1 card	

### Defense Cards

- **Backlash**

This is a powerful card against combos.

Player Action	Outcome
Bob is planning GRAB + POWERPLAY + HAIL MARY.	
•Bob GRAB/Ann	Ann may defend
Ann No defense	Ann is GRABBED
Bob POWERPLAY /Ann	Ann can't defend
Bob describes POWERPLAY	
Free HAIL MARY/Ann	Ann can't defend
Ann BACKLASH /Bob	Bob's combo fails and he loses 10 counters
Bob Draw 3 cards	
Ann Draw 1 card	

Counter loss from multiple-attack cards like BIG COMBO and 2-FER is turned around on the attacker, even if originally split between opponents.

•Bob 2-FER/Ann and Carl	Ann and Carl may defend
Ann No defense	
Carl BACKLASH /Bob	Bob's 2 attacks fail and he loses 6 counters

Bob Draw 1 card  
Carl Draw 1 card

Neither Carl nor Ann took damage.

- **Block**

BLOCK counters an attack and also sets up a counter-attack using GRAB.

Player Action	Outcome
•Bob KICK <sup>4</sup> /Ann	Ann may defend
Ann BLOCK + GRAB/Bob	KICK <sup>4</sup> countered Bob may defend
Bob No defense	Bob is GRABBED
Ann Free HOOK /Bob	Bob can't defend and loses 2 counters

Bob Draw 1 card  
Ann Draw 3 cards

Or, it could get ugly ...

Player Action	Outcome
•Bob KICK <sup>4</sup> /Ann	Ann may defend
Ann BLOCK/Bob	KICK <sup>4</sup> countered
Bob GRAB/Ann	Ann may defend
Ann No defense	Ann is GRABBED
Bob POWERPLAY /Ann	Ann can't defend and loses 3 counters
Bob describes POWERPLAY	
Free HAIL MARY/Ann	Ann can't defend and loses 7 counters
Bob Draw 4 cards	
Ann Draw 1 card	

- **Faster**

The FASTER card lets its player either BLOCK or DODGE any number of attacks during the turn it's played.

Player Action	Outcome
•Bob TANTRUM/Ann	Ann may defend
Ann DODGE + FASTER/Bob	Ann counters the 5 attacks from TANTRUM as if with 5 DODGES

Bob Draw 1 card  
Ann Draw 2 cards

Things could get complicated if Ann uses FASTER to multiply a BLOCK card, then plays GRABS off those BLOCKS for multiple counter-attacks.

Player Action	Outcome
•Bob TANTRUM/Ann	Ann may defend
Bob describes TANTRUM	
Ann BLOCK + FASTER/Bob	Ann counters the 5 attacks from TANTRUM as if with 5 BLOCKS
GRAB/Bob	Bob may defend
Bob No defense	Bob is GRABBED
Ann Free CHUNK /Bob	Bob can't defend and loses 3 counters
Ann describes CHUNK	
GRAB/Bob	Bob may defend
Bob No defense	Bob is GRABBED
Ann Free CHUNK /Bob	Bob can't defend and loses 3 counters
Ann describes CHUNK	
Bob GRAB/Ann	Ann may defend
Ann No defense	Ann is GRABBED
Bob Free PIMP SLAP/Ann	Ann can't defend and loses 2 counters
Bob Draw 3 cards	
Ann Draw 4 cards	

Ann piles on more damage with GRABS, since FASTER is working as 5 BLOCKS. Because it's a weapon, CHUNK returns to her hand after each attack. But by leaving 3 BLOCKS "unused," Ann also opens herself to Bob's GRAB and counter-attack.

- **First Aid**

In addition to normal use of FIRST AID, you may also play as many FIRST AID cards as you have immediately upon being sent to 0 or fewer counters; damage that sends you below 0 counters is tracked as a negative number.

Player Action	Outcome
•Bob HEADBUTT/Ann	Ann may defend
Ann No defense	Ann is reduced to -2 counters
FIRST AID, FIRST AID	Ann is restored to 2 counters
Bob Draw 1 card	
Ann Draw 2 cards	

FIRST AID can't be applied to anyone other than the one who plays the FIRST AID card.

### • Freedom

The FREEDOM card counters the following: GRAB, CHOKE, HEADLOCK, TIME OUT, or WEDGY.

### • Hide

HIDE allows a player to avoid being attacked while playing FIRST AID cards and drawing to better his or her hand. We'll use a 3-player round to illustrate this, in which the beginning of the round starts with Bob.

Player Action	Outcome
•Bob UPPERCUT/Ann	Ann may defend
Ann No defense	Ann loses 3 counters
Bob Draw 1 card	
•Carl ELBOW/Bob	Bob may defend
Bob DODGE/Carl	ELBOW countered
Carl Draw 1 card	
Bob Draw 1 card	
•Ann HIDE	Ann can't be attacked until her next turn
Ann describes HIDE	
FIRST AID, FIRST AID	Restores 4 counters to Ann
Discard 2 cards	
Draw 5 cards	

Then the next round begins ...

•Bob ROUNDHOUSE /Carl	Carl may defend
Carl DODGE/Bob	ROUNDHOUSE countered

Ann is HIDING so she is unaffected by the missed ROUNDHOUSE. It fizzles when it gets back to Bob, who played it originally.

Bob Draw 1 card	
Carl Draw 1 card	
•Carl KICK <sup>2</sup> /Bob	Bob may defend
Bob BLOCK/Carl	KICK <sup>2</sup> countered
Carl Draw 1 card	
Bob Draw 1 card	
Ann "reappears" on her turn.	
•Ann UPPERCUT <sup>2</sup> /Carl	Carl may defend
Carl No defense	Carl is helpless and loses 6 counters
Ann Free SNIPE /Carl	Carl can't defend and loses 2 counters
Ann Draw 2 cards	

## Specialty Cards

### • Cooties

COOTIES is transmitted through GRABS and BLOCKS.

Player Action	Outcome
•Bob GRAB/Ann	Ann may defend
Ann No defense	Ann is GRABBED
Bob COOTIES/Ann	Ann can't defend Ann loses 1 counter and COOTIES card is placed in front of her
Bob Draw 2 cards	
•Carl ELBOW/Ann	Ann may defend
Ann BLOCK/Carl	Carl gets COOTIES and loses 1 counter COOTIES card is placed in front of him
Carl Draw 1 card	
Ann Draw 1 card	

At the end of this sequence, Ann is free of COOTIES and Carl will lose another counter if he can't transmit it before his next turn. The COOTIES card is always placed in front of the infected player, who will continue to lose 1 counter at the beginning of his or her turn until he or she GRABS or BLOCKS someone or is GRABBED or BLOCKED. The COOTIES card is then passed on to its next victim.

### • Grab

Cards that follow a GRAB must be played on the same turn as the GRAB; you can't play a GRAB and then hold it over until another turn.

Only the attacker or target of the attack can play a GRAB. Only the player of a GRAB card can play follow-up cards that depend on the GRAB.

### • Hippie

You don't want to be the Hippie. We'll use 4 players in this turn to show why.

Player Action	Outcome
•Bob HIPPIE/Carl	Carl can't defend and is open to 1 Basic Attack or Weapon from each player
Bob HAIL MARY/Carl	Carl may defend
Carl DODGE/Bob	HAIL MARY countered
Ann KICK <sup>3</sup> /Carl	Carl may defend
Carl No defense	Carl loses 4 counters
Jane KNIFE/Carl	Carl may defend
Carl No defense	Carl loses 3 counters
Bob Draw 2 cards	
Ann Draw 1 card	
Carl Draw 1 card	

Note that BLOCK, DODGE, and BACKLASH are no use against HIPPIE; however, HUMILIATION will counter it.

### • Humiliation

HUMILIATION can be played any time to counter any card played on anyone, except ABANDONMENT.

Player Action	Outcome
•Bob KICK <sup>3</sup> /Carl	Carl may defend
Carl No defense	
Ann HUMILIATION /Bob	Bob can't defend KICK <sup>3</sup> countered
Ann describes HUMILIATION	
Free HOOK /Bob	Bob can't defend and loses 2 counters
Bob Draw 1 card	
Ann Draw 2 cards	

If a player is HUMILIATED during a Defense, that player may take damage from the attack he or she was trying to avoid in addition to the usual effects of the HUMILIATION card.

Player Action	Outcome
•Bob KICK <sup>4</sup> /Ann	Ann may defend
Ann DODGE/Bob	
Carl HUMILIATION /Ann	Ann can't defend Ann's DODGE fails and she loses 4 counters
Carl describes HUMILIATION	
Free PLATE CLEANER/Ann	Ann can't defend and loses 3 counters
Bob Draw 1 card	
Ann Draw 1 card	
Carl Draw 2 cards	

### • Imaginary Friend

This card gives a little something extra.

Player Action	Outcome
•Bob KICK <sup>4</sup> /Ann	Ann may defend
Ann BLOCK + GRAB/Bob	KICK <sup>4</sup> countered Bob may defend
Bob No defense	BOB is GRABBED
Ann Free JAB/Bob	Bob can't defend and loses 1 counter
Bob IMAGINARY FRIEND + SNIPE /Ann	Ann may defend but can't counter-attack
Ann No defense	Ann loses 2 counters
Bob Draw 3 cards	
Ann Draw 3 cards	

### • Nuts

NUTS is an attack that keeps on giving.

Player Action	Outcome
•Ann NUTS/Bob	Bob may defend
Bob DODGE/Ann	NUTS countered
Draw 1 card	
NUTS isn't discarded.	
•Bob JAB/Ann	Ann may defend
Ann DODGE/Bob	JAB countered
Bob Draw 1 card	
Ann Draw 1 card	

•Ann NUTS/Bob	Bob may defend
Bob No defense	Bob loses 3 counters

And so on, until Ann discards NUTS.

### • Poke in the Eye

The POKE IN THE EYE card's victim is left helpless for 2 turns; if he or she is next in the round rotation, that means the victim loses that turn.

Player Action	Outcome
•Bob POKE/Ann	Ann may defend
Ann No defense	Ann loses 1 counter
Bob Free BEAT DOWN/Ann	Ann can't defend and loses 4 counters
Draw 2 cards	
•Ann Helpless due to POKE	Ann misses her turn
•Carl KICK <sup>2</sup> /Ann	Ann may defend
Ann DODGE/Carl	KICK <sup>2</sup> countered
Carl Draw 1 card	
Ann Draw 1 card	

It would have been smarter for Ann to use DODGE against POKE IN THE EYE.

Also, only the player of POKE IN THE EYE is restricted to a free Basic Attack against the helpless victim.

Player Action	Outcome
•Bob POKE/Carl	Carl may defend
Carl No defense	Carl loses 1 counter
Bob Free PIMP SLAP/Carl	Carl can't defend and loses 2 counters
Draw 2 cards	
•Ann Free BIG COMBO/Carl	Carl can't defend and loses 6 counters
Draw 1 card	

### • Stomp

A player who has been STOMPED may only administer half damage on his or her next attack. For multi-attack cards like 2-FER, TANTRUM, BIG COMBO, etc., the total face value of the card is halved and rounded down; for example, TANTRUM would only be worth 2 counters in this case.

### • Time Out

TIME OUT allows a player to put a strong opponent on ice to deal with later, or time to draw better cards.

Player Action	Outcome
•Ann TIME OUT/Bob	Bob may defend
Bob No defense	Bob in TIME OUT
Ann Draw 1 card	
•Bob In TIME OUT for 1st round	
•Ann Discard 4 cards	Draw 4 cards
•Bob In TIME OUT for 2nd round	
•Ann FIRST AID, FIRST AID	Restores 4 counters to Ann
Draw 2 cards	
Bob out of TIME OUT	

If Carl was playing, Ann would have to deal with his attacks and counter-attack. In this case, Bob would leave TIME OUT on Ann's turn and be able to defend himself, but would have to wait for his turn to attack.

### • Wedgy

WEDGY is countered by FREEDOM.

Player Action	Outcome
•Bob GRAB/Ann	Ann may defend
Ann No defense	Ann is GRABBED
Bob WEDGY/Ann	Ann loses 1 counter and WEDGY is placed in front of her
Draw 2 cards	
•Ann SNIPE/Bob	Bob may defend
Bob No defense	Bob only loses 1 counter because Ann's attack is -1 due to WEDGY
Ann Draw 1 card	
•Bob PIMP SLAP/Ann	Ann may defend
Ann DODGE/Bob	PIMP SLAP is countered
Bob Draw 1 card	
Ann Draw 1 card	
•Ann FREEDOM	WEDGY is dislodged from Ann and discarded
Draw 1 card	

### • Weird

WEIRD increases an attack by 2 counters, and is played as part of the attack.

Player Action	Outcome
•Bob KICK <sup>4</sup> + WEIRD /Ann	Ann may defend
Bob describes WEIRD	
Ann No defense	Ann loses 6 counters instead of 4
Bob Draw 2 cards	
•Ann SNIPE + WEIRD /Bob	Bob may defend
Ann describes WEIRD	
Bob BLOCK/Ann	SNIPE + WEIRD countered
Ann Draw 2 cards	
Bob Draw 1 card	

## • Terminology •

**Action:** On his or her turn, a player may play a card, play any number of FIRST AID cards, discard any number of cards and draw back up to 5 cards, or pass. An action has been resolved when other players have had a chance to respond with their cards.

**Attack:** An attack occurs when a player uses a Basic Attack card, Weapon card, or Specialty card on another player in a direct attempt to cause counter loss. Some cards allow multiple attacks.

**Combo:** A sequence of cards, such as GRAB + POWERPLAY + a Basic Attack card. Your opponents may have cards to prevent your combo from succeeding, or to stop you from continuing the sequence of cards.

**Counters:** Each player starts the game with 15 counters. A player is said to be unconscious when he or she loses the last of them.

**Free Attack:** A free attack is an attack against which a Defense card is not permitted.

**Round:** The sequence of 1 turn per player is called a round. The turns in a round normally progress clockwise around the table, starting at the player to the left of the dealer and ending with the dealer.

**Turn:** Each player gets 1 turn during a normal round. During a player's turn, he or she may initiate an action, then draw back up to 5 cards.

**Unconscious:** A player who runs out of counters is unconscious and out of the game.

## Credits

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